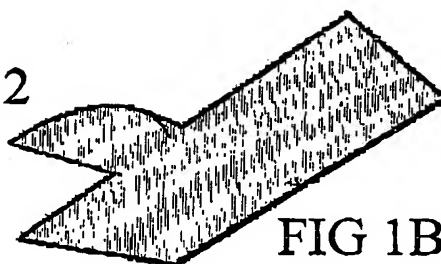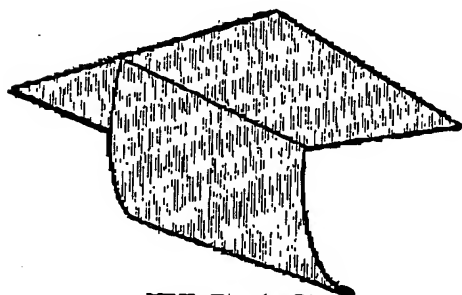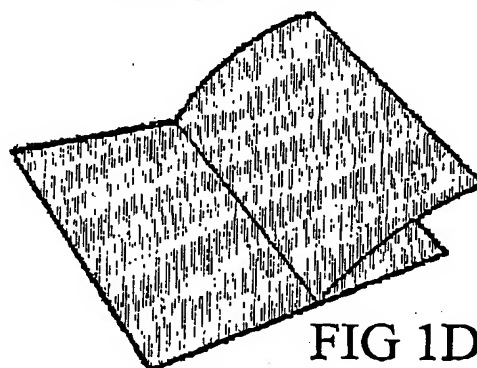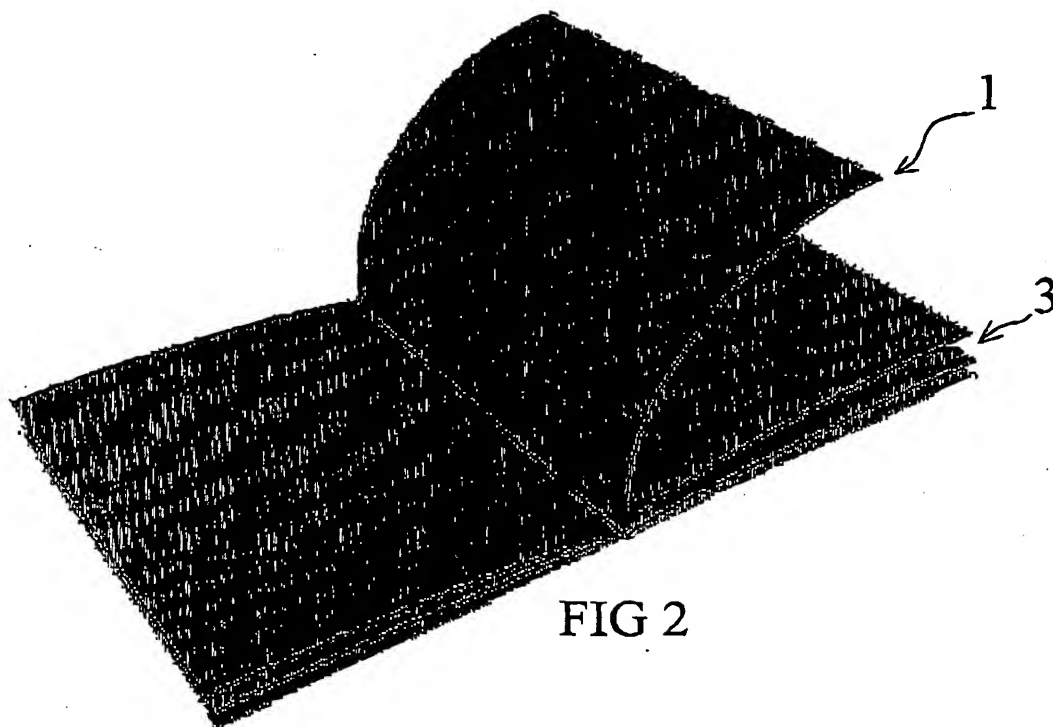FIG 1A

FIG 1B

FIG 1C

FIG 1D

FIG 2

FIG 3A

FIG 3B

FIG 3C

FIG 3D

FIG 3E

5 — Page-Turn Mid-point — 23

Page-Turn Cage

12

Page-Turn Arc

Page-Turn Arc
Bezier Control Points — 24

Page-Turn Ellipse
End Point

11 Page-Turn Ellipse
Bezier Control Points

11

14 20 22

18 11

15 6 16 Page-Turn Ellipse
Start Point 7

FIG 4

12

11

FIG 5

FIG 6

FIG 7

FIG 8

FIG 9

The Page is Constructed
With Vertical Lines 36

7

37

6

FIG 10

1

FIG 11
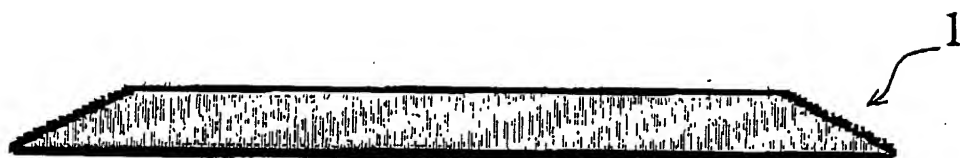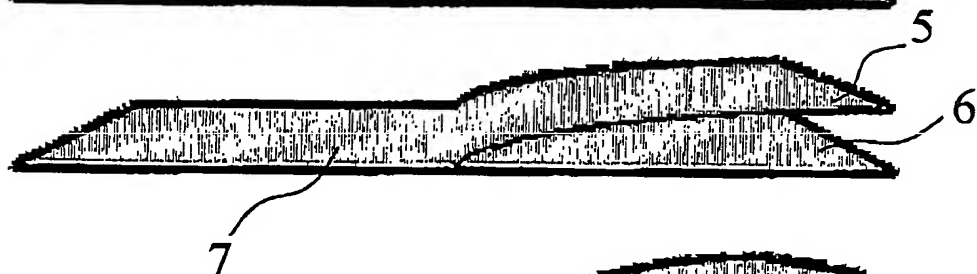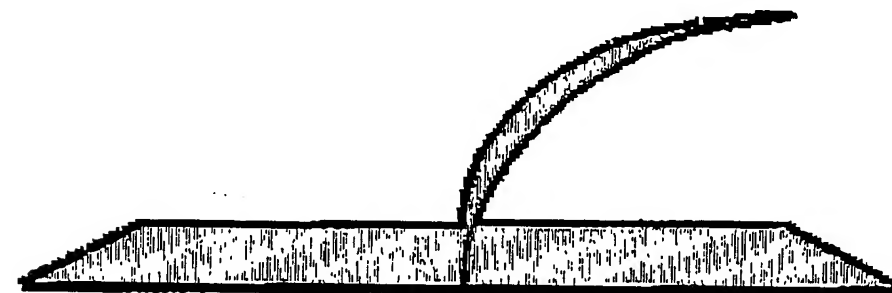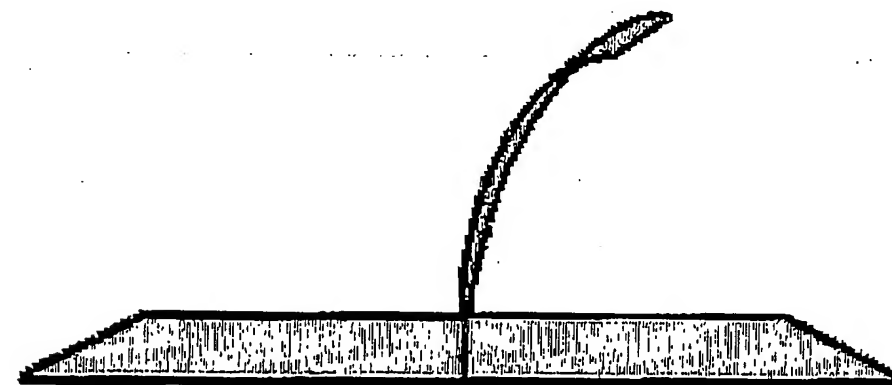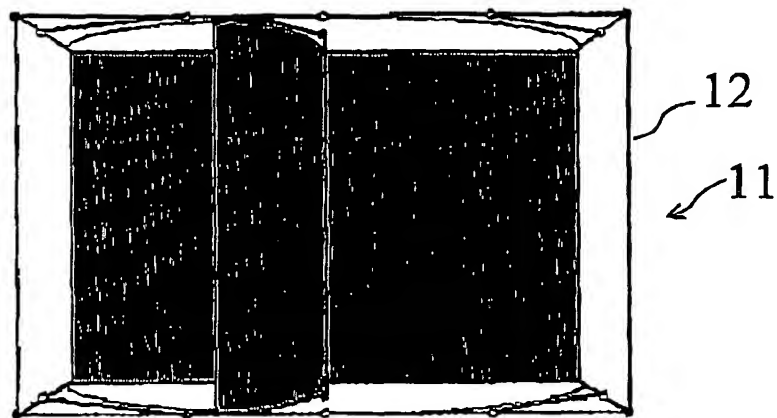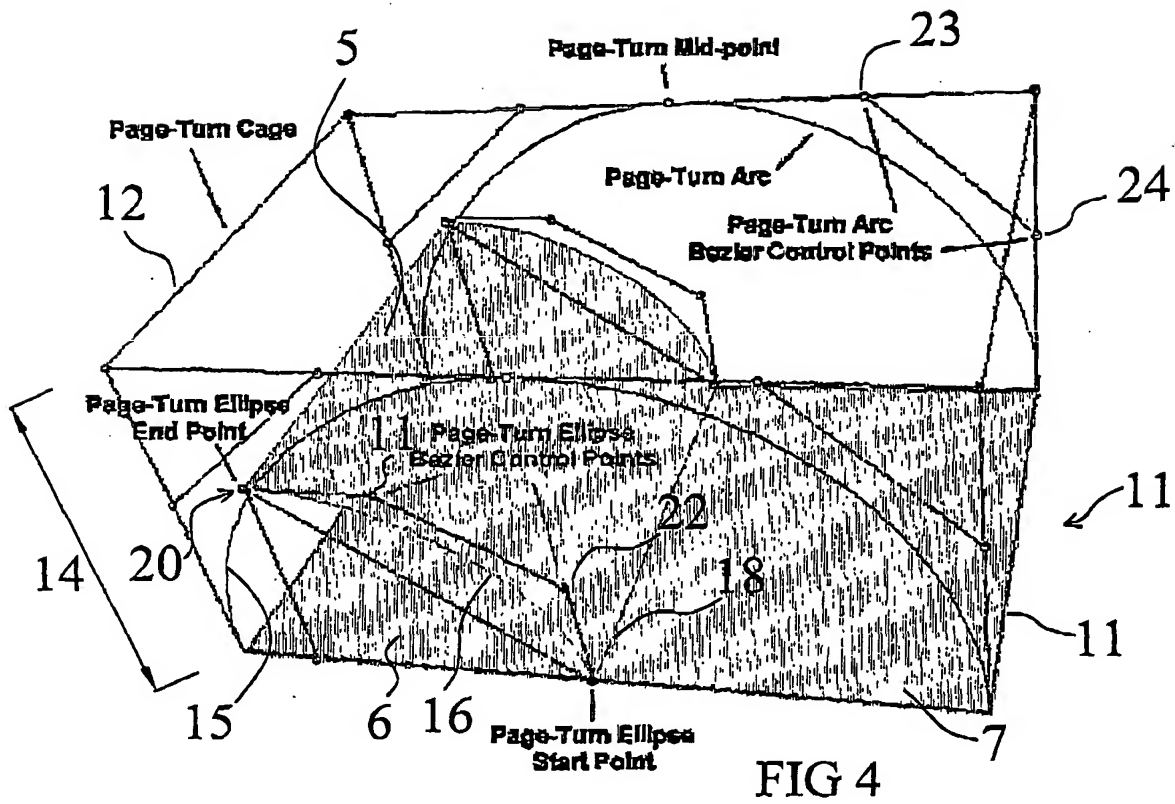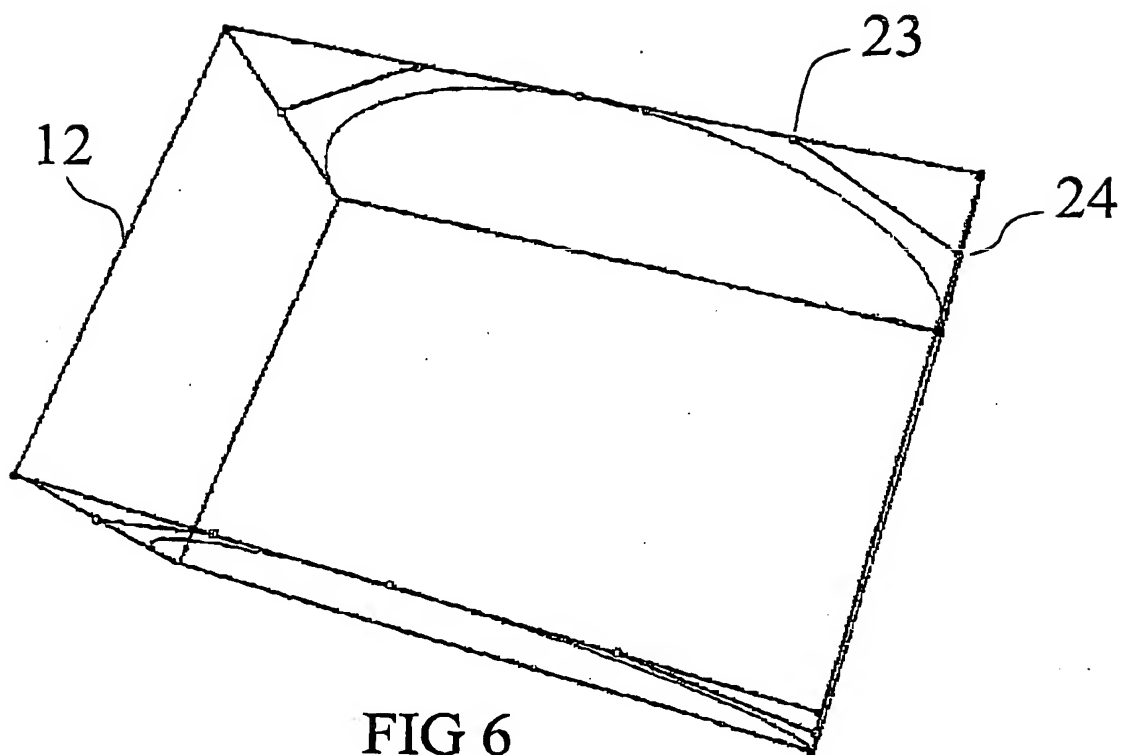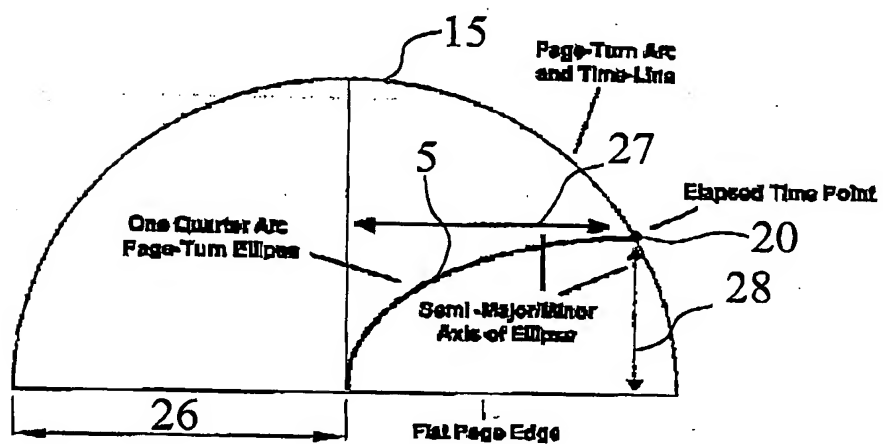
Start
Initiate High Precision Timer (0 to pi/12)
Set Windows into a Screen Refresh loop
Flag a Windows *memory* device-context for immediate repainting

Each Frame
Windows calls for the *memory* device-context image in its repaint list
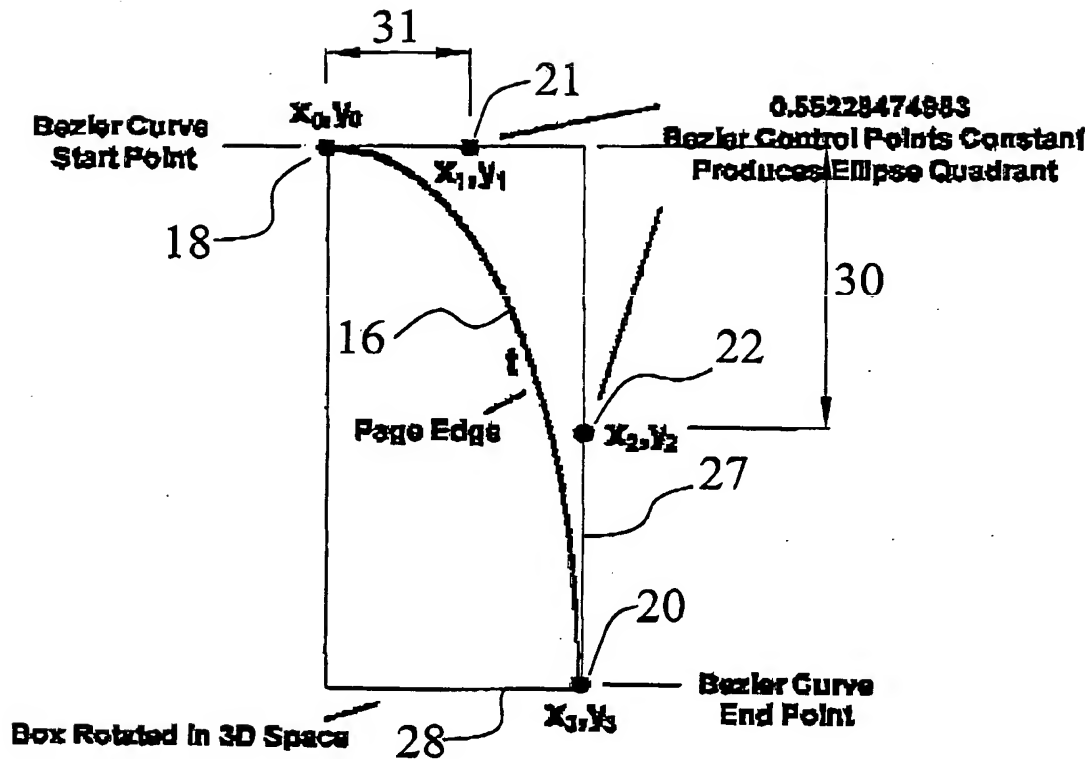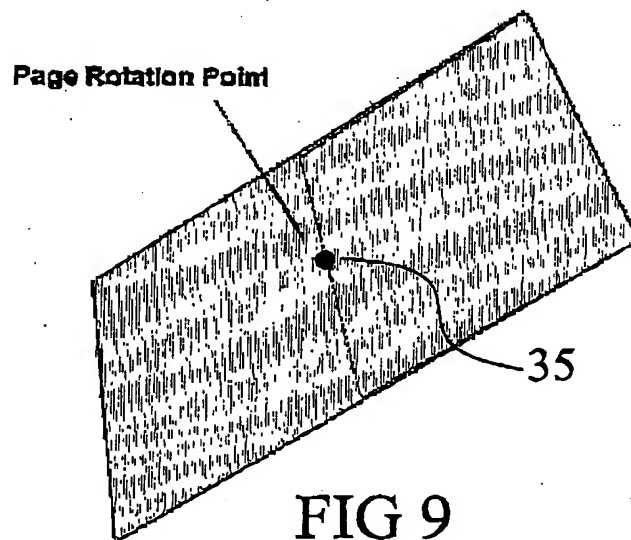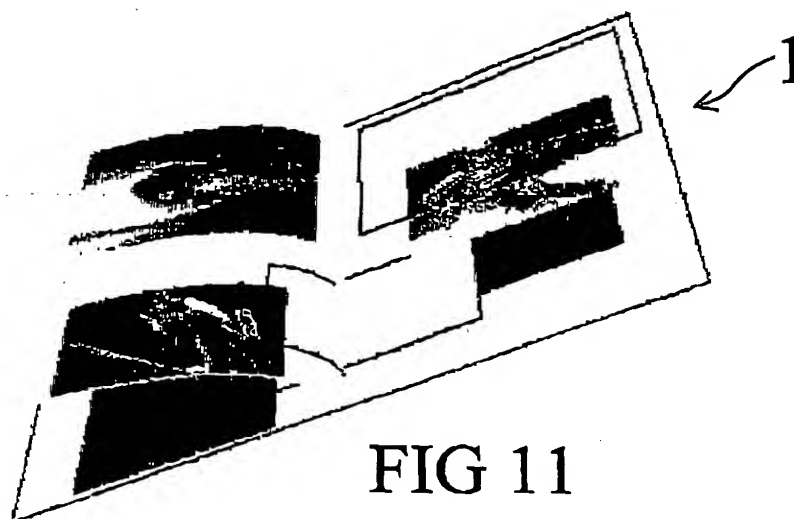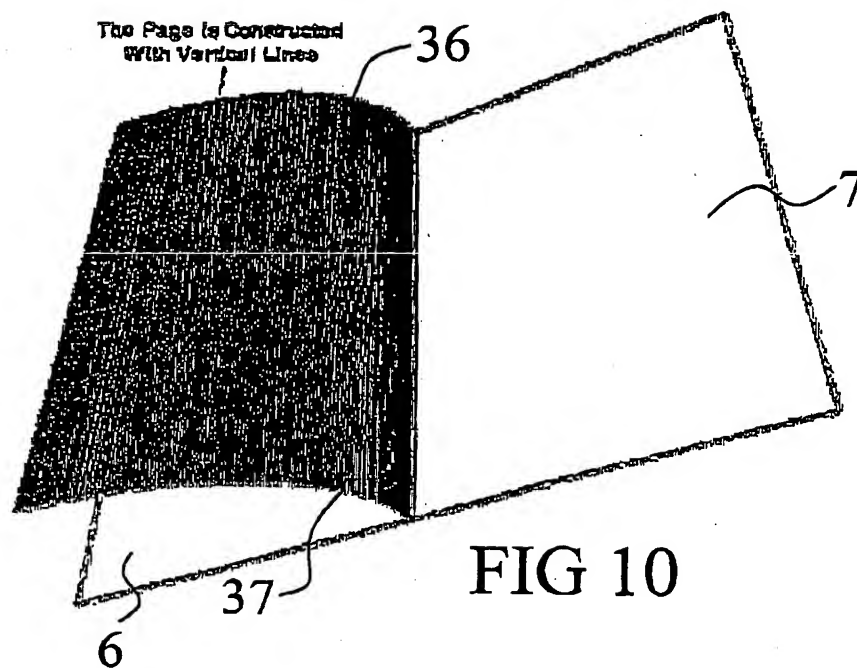Interupt Windows
Get Elapsed Time in Radians
Calculate Ellipse Arc Bezier *Control Points* (uses constant) at both ends of page
Rotate the 2 sets of four xyz points to desire orientation
Translate to 2D (xy points)
Draw page turning page edges as Cubic Bezier Curves
Draw the page in lines from a mapped page in memory
Anti-alias for smooth joins and edges
Resume Windows and pass it this image via the *memory* device-context
Windows paints normally
Windows loops to the next Screen Refresh

End
Elapsed Time reaches Pi/2
Refresh Page
Free the Windows *memory* device-context
Release Windows Refresh Loop

FIG 12